KINGDOM HEARTS Tamagotchi

© Disney
® & © 2022 BANDAI

Instruction Manual
Ages 8 and Up

BANDAI NAMCO

BANDAI MD

MADE IN CHINA
Manufactured for Bandai Namco Toys & Collectibles America Inc., 23 Odyssey, Irvine, California 92618.
Actual size, color, style and decoration may vary. Bandai logo: ®and © 2022 BANDAI. TAMAGOTCHI and all related logos, names and distinctive likenesses are the exclusive property of Bandai. © BANDAI. All Rights Reserved.

⚠ WARNING

Parents, please be sure to read the following information:

● Not suitable for children under 3 years. Small parts. Choking hazard.

Do not place in mouth.

⚠ Note

Misuse of batteries may cause overheating, rupture, or leakage. Please note the following: ● WARNING! : This product contains a coin battery. A coin battery can cause serious internal chemical burns if swallowed. ● WARNING! : Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate. ● Non-rechargeable batteries are not to be recharged. Rechargeable batteries are to be removed from the toy before being charged. Rechargeable batteries are only to be charged under adult supervision. Different types of batteries or new and used batteries are not to be mixed. Only batteries of a recommended type or similar type shall be used. Batteries are to be inserted with the correct polarity. Exhausted batteries are to be removed from the toy. The supply terminals are not to be short-circuited. ● Non-rechargeable batteries are not to be recharged. ● Exhausted batteries are to be removed from the toy. ● The supply terminals are not to be short-circuited.

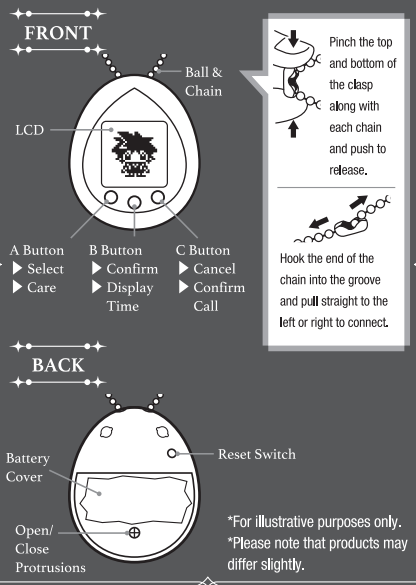
Do not place in water or operate with wet hands. This may cause the product to break. Avoid use or storage in high humidity.

The Kingdom Hearts Tamagotchi are small. Please be careful not to put them in the wash while they are still in your pocket.

<Precautions for Use>

● We cannot compensate for data loss.
● Plastic packaging materials should be discarded immediately after opening.
● Do not place this product on plastic sofas, seats, tiles, etc. Prolonged contact may cause the color to transfer.
● Do not roughly pull or bend the moving or mounting parts in unreasonable directions.
● The batteries in the set are for testing purposes only. If the screen display becomes difficult to see, replace all button batteries with new ones.
● This product consists of delicate electronic components. Do not drop, wet, stain, or disassemble. Avoid using or storing the product in places where it will be exposed to extreme temperatures.
● In the case of a malfunction, press the reset switch to restart the device.
● Clock System: Daily difference ±10 sec.

1 The Device



Pinch the top and bottom of the clasp along with each chain and push to release.
Hook the end of the chain into the groove and pull straight to the left or right to connect.

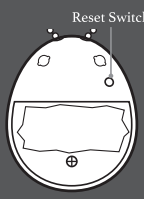
*For illustrative purposes only.
*Please note that products may differ slightly.

2 Sora Appears

1) Pull out the tab from the bottom of the device.
▶ The device will beep and the clock setting screen will appear.

2) Resetting
Press the reset switch on the back of the device with a narrow rod or similar object.
▶ The device will beep.

(Do not press the reset switch hard with a pointed rod, mechanical pencil lead, or similar. Failure to do so may result in damage to the device.)
(Always press the reset switch after replacing batteries.)



3) Clock Settings
Press A to select the current hour and then minute. To confirm, press B.
To return to the previous selection, press C.
(AM means before noon and PM means afternoon.)

Clock Setting Screen

4) Sora Appears
Once you set the clock, Sora appears from the Gummi ship.
Help Sora by giving him food and snacks.

*If the screen is not correct or malfunctions, please reset.
*This product cannot store data. When the battery is replaced or the device is reset, the play history will be reset. Please be aware.

3 The Clock

I want to see the clock.

Press B on the character screen to go to the clock screen.
Press B again to return to the character screen.

I want to fix the clock.

Press B to enter the clock screen, then hold down C and press A to enter the clock setting screen.
After that, it is the same as in [Clock Setting] (see ▶ 2. Sora Appears).

4 Sound ON/OFF

While on the character screen, hold down the C button and press the A button to enter the sound ON / OFF selection screen.
Press A to select ON or OFF and press B to confirm.
If it is turned off, no ringing will be heard.
Please be aware.

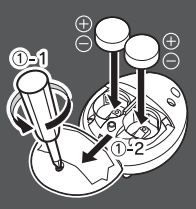
5 How to Replace Batteries

Low batteries may cause the screen to go blank and may lead to loss of controls. Please replace the batteries when the replace battery icon is displayed.

Replace Battery Icon

1) Remove the battery cover located on the back of the device.
①-1 Use and turn a screw driver in the direction of the arrow,
①-2 Remove battery cover.

2) Remove the batteries and replace them with new batteries (2 x LR44 batteries; sold separately) making sure that the ⊕ and ⊖ of the batteries are properly set.
**Always replace both batteries at the same time.



3) While making sure the hook of the cover is properly set on the back of the device, turn the screw driver in the opposite direction as ①-1 to close the cover.

After replacing the batteries please reset the device. (see "2. Sora Appears")

6 Caring for Your Tamagotchi

Calling

When the character calls to you, take care of them according to their needs.
If you don't notice a call, you can press C to see the character's current state.

Paopu Fruit

If the character is hungry, press A to select FOOD ▶ from the option screen; press A again to select the type of food; then press B to confirm. This will give them Paopu Fruit.
(When they become a Heartless, select HEART ▶ .)
(It's not possible to give items like Paopu Fruit when full, when there are enemies, when sleeping, or when tense.)

Sea-salt ice cream

When the character is cranky, press A to select FOOD ▶ from the options screen, and press B to confirm and give them a sea-salt ice cream snack.
If they become a Heartless, select HEART ▶ .
You cannot give sea-salt ice cream and select ! when enemies are around, when sleeping, or when tense.

Electricity

When the character goes to sleep, press A to select OFF from the options screen and then B to confirm. This will turn off the lights.

(When the character is asleep, you cannot perform operations other than turning lights/sound ON/OFF, or adjust the clock display.)

Enemy Attacks

Enemies appear at regular intervals.
Enemies will occupy the screen as time goes by, so press the A button to repel them before they take over the entire screen.
(When asleep or tense, the enemy cannot be repelled.)

There are three enemies in total who will attack.
They will appear randomly one at a time.

Mini Games

Enjoy three different mini games.
Press A to select and B to confirm which of the three mini-games to play from the GAME option screen.
(Mini games cannot be played when sleeping, when fidgeting, or when enemies are present.)

Mini Game/Gummi Ship

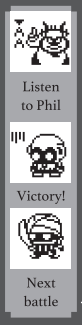
Press the button to avoid the meteorite flying from the left.
(A Button: Move up. B Button: Move down.)
Get a perfect by not getting hit by a meteorite 5 times.
If you are hit by a meteorite on the way, you fail.

Mini Game/Pink Agaricus

Press the A button repeatedly for 10 seconds. The more presses, the happier the Pink Agaricus gets.
Press in quick succession to achieve perfection.

Mini Game/Coliseum

Follow the instructions from Phil and quickly press the button.
(If two or are displayed, press that button twice.)
If you can press the button as instructed, you win and can take on the next enemy.
Get a perfect by pressing the button correctly all five times.
Pressing a button different from the instructions or not pressing a button will result in failure.



Memorable Sights

Occasionally, we get a glimpse into a character's memories. When you are ready to check through memories, press one of the buttons A through C.

Fidgeting

If you neglect enemy attacks or neglect to take care of them, your characters will become tense.
If they get tense, press A until they get back in a good mood.
If they remain tense all the time, you will have to say goodbye.
While tense, operations other than clock display/adjustment and sound ON/OFF are not available.

Goodbyes/ Leaving on a Journey

If the character remains tense or is repeatedly tense, you will have to say goodbye.

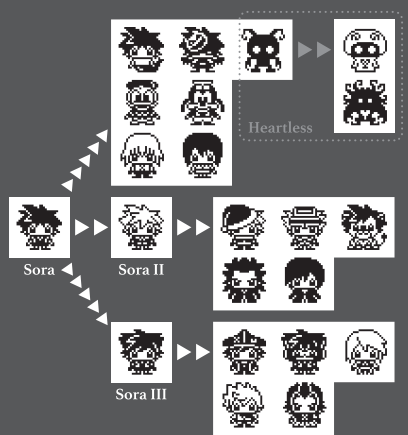
On the other hand, if you continue to take good care of them for a certain period of time, they will leave on a journey.

Pressing any button from A to C in the state just before saying goodbye or starting a journey will allow you to see the goodbye or leaving on their journey.
(Depending on the character, you may see special departure scenes...)

▶▶▶ Start Taking Care Again
On the screen after the goodbye or departure, hold down the C button and press the A button to start from 2. Sora Appears again.

Just before saying goodbye
Scene after saying goodbye
Just before leaving on a journey
Scene after leaving on a journey

The way you spend your time with Sora changes his outfit and the characters that appear!
(The friends who appear change when he becomes Sora II or Sora III)



By raising lots of different characters, new ones may appear!